

ABSTRACT OF THE DISCLOSURE

The present invention is a system and method for conducting a tournament by a game provider for users using a gaming system. Games are provided by a game server through a network. The game server provides a tournament scheme of play having a plurality of rounds. To progress to a next round, a player must exceed a threshold score. During each round, the player may play several times in an attempt to exceed the threshold score. Revenue is generated for each game played. The revenue may be shared between the user's network and the game provider.